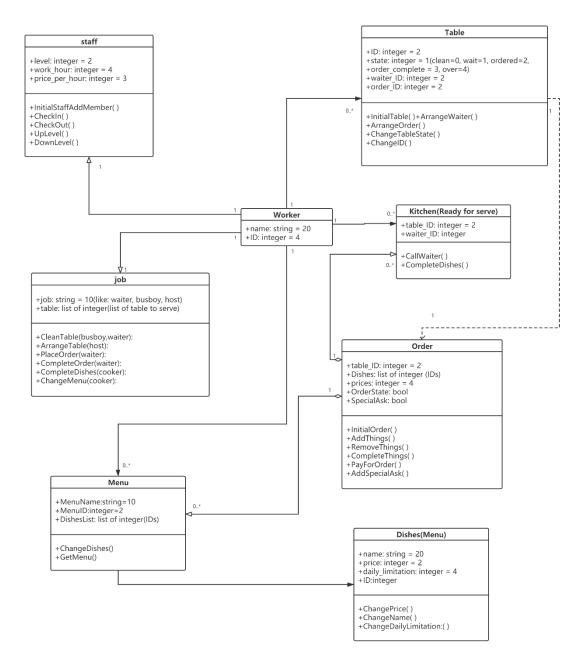
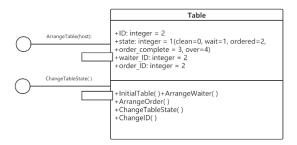
## 1. Elaborated design classes



## 2. Elaborated Component Diagram

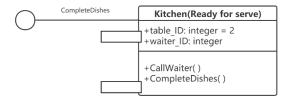
## Table



## job +job: string = 10(like: waiter, busboy, host) +table: list of integer(list of table to serve) +CleanTable(busboy,waiter): +ArrangeTable(host): +PlaceOrder(waiter): +CompleteOrder(waiter): +CompleteDishes(cooker): +ChangeMenu(cooker):

### +table ID: integer = 2 +Dishes: list of integer (IDs) +prices: integer = 4 +OrderState: bool +SpecialAsk: bool +InitialOrder() +AddThings() +RemoveThings() +CompleteThings() +ApdSpecialAsk()

## Dishes

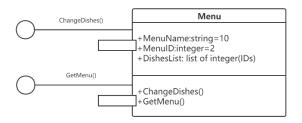


```
order

+table_ID: integer = 2
+Dishes: list of integer (IDs)
+prices: integer = 4
+OrderState: bool
+SpecialAsk: bool

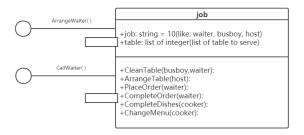
+InitialOrder()
+AddThings()
+RemoveThings()
+CompleteThings()
+PayForOrder()
+AddSpecialAsk()
```

## Menu



Dishes(Menu)
+name: string = 20 +price: integer = 2 +daily_limitation: integer = 4 +ID:integer
+ChangePrice() +ChangeName() +ChangeDailyLimitation:()

## Job

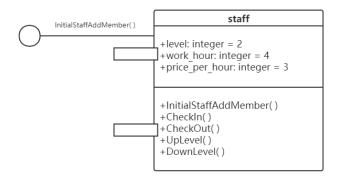


## Table +ID: integer = 2 +state: integer = 1(clean=0, wait=1, ordered=2, +order\_complete = 3, over=4) +waiter\_ID: integer = 2 +order\_ID: integer = 2 +InitialTable()+ArrangeWaiter() +ArrangeOrder() +ChangeTableState() +ChangeID()

## Dishes(Ready for serve) +table\_ID: integer = 2 +waiter\_ID: integer +CallWaiter()

Order	
+table_ID: integ +Dishes: list of +prices: intege +OrderState: b +SpecialAsk: bo	integer (IDs) r = 4 ool
+InitialOrder() +AddThings() +RemoveThing +CompleteThir +PayForOrder( +AddSpecialAs	ngs() )

## Staff

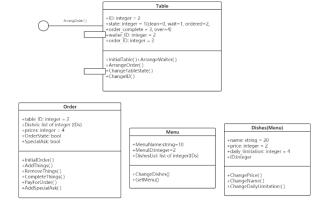


# job +job: string = 10(like: waiter, busboy, host) +table: list of integer(list of table to serve) +CleanTable(busboy,waiter): +ArrangeTable(host): +PlaceOrder(waiter): +CompleteOrder(waiter): +CompleteDishes(cooker): +ChangeMenu(cooker):

## Worker

+name: string = 20 +ID: integer = 4

## Order



## 3. Architectural design

